WindowController

m_window
m_deleteOnWindowClose

+ init()
+ run()
+ draw()
+ window()
+ setWindow()
+ processWindowCommand()
+ WindowController()
+ ~WindowController()

WctlBase< BaseComputer >

WctlCommandTable

+ processWindowCommand()

BaseComputer

+ m_player
+ m_base
+ dirty
# m_displayModes
# m_currentDisplay
# m_transList1
# m_transList2
# m_selectedList
# m_modeGroups
# m_playingMuzak

+ init()
+ run()
+ draw()
+ BaseComputer()
+ ~BaseComputer()
+ updateTransactionControls()
+ updateTransactionControls
ForSelection()
+ loadShipDealerControls()
+ secondStageJoinGame()
+ finalizeJoinGame()
+ finalizeNetSaveGame()
# newsPickerChangedSelection()
# loadSavePickerChangedSelection()
# pickerChangedSelection()
# buyCargo()
# buy10Cargo()
# buyAllCargo()
# sellCargo()
# sell10Cargo()
# sellAllCargo()
# buyUpgrade()
and 59 more...